

IN THE CLAIMS

Please amend the claims as follows.

1. (Currently Amended) An electronic gaming system for enabling one or more player devices disposed at locations remote from a gaming source, the devices receiving communications from the gaming source, the gaming system comprising:

an RF sub-carrier broadcast station, the station communicating game play signals developed by the gaming source;

at least one player device disposed at a first location, the player device including electronic game play means for enabling a player to make a wager by inputting wager data, and to commence game play by causing an activation signal communicated from the RF sub-carrier broadcast station to be received and processed; and

wherein the player device is placed in condition to receive said activation signal by the device's first location being within a bounded authorized area.

2. (Original) An electronic gaming system according to claim 1, wherein the player device further comprises:

an RF receiver configured to receive RF sub-carrier signals from the broadcast station;

a microprocessor coupled to operate in cooperation with the RF receiver; and

game software, hosted on the microprocessor, the game software developing electronic data for driving a display means for generating graphical images depicting game play.

3. (Original) An electronic gaming system according to claim 2, the player device further comprising:
  - an integrated circuit GPS receiver; and
  - a persistent memory store, the memory store containing data elements defining bounded authorized areas within which the player device is activated upon receipt of the activation signal.
4. (Original) An electronic gaming system according to claim 2, the player device further comprising:
  - a radio frequency triangulation telemetry tracking system; and
  - a persistent memory store, the memory store containing data elements defining bounded authorized areas within which the player device is activated upon receipt of the activation signal.
5. (Original) An electronic gaming system according to claim 4, wherein radio frequency triangulation telemetry tracking data is received by RF sub-carrier signals issued from the broadcast station, the player device forming thereby an RFTTT derived location.
6. (Original) An electronic gaming system according to claim 5, wherein the bounded authorized areas define geographical locations where gaming is permitted, the memory store data elements corresponding to said permitted geographical locations.
7. (Original) An electronic gaming system according to claim 6, wherein a player device

RFTTT location is compared to the permitted geographical locations contained in the memory store, the player device put in an active condition for game play in the event of the RFTTT location and a permitted location forming an included set.

8. (Original) An electronic gaming system according to claim 3, wherein GPS differential correction signal data is received by RF sub-carrier signals issued from the broadcast station.
9. (Original) An electronic gaming system according to claim 8, wherein the bounded authorized areas define geographical locations where gaming is permitted, the memory store data elements corresponding to said permitted geographical locations.
10. (Original) An electronic gaming system according to claim 9, wherein a player device GPS location is compared to the permitted geographical locations contained in the memory store, the player device put in an active condition for game play in the event of the GPS location and a permitted location forming an included set.
11. (Previously Presented) An electronic gaming system according to claim 10, wherein the RF sub-carrier signals are broadcast on a band selected from the group consisting of an FM sub-carrier band, an AM sub-carrier band, a Television sub-carrier band, a satellite band, and a cellular band.
12. (Original) An electronic gaming system according to claim 11, wherein the player device

is configured as a smart card.

13. (Original) An electronic gaming system according to claim 12, wherein the player device is configured as a stand-alone purpose-built electronic gaming device.
14. (Currently Amended) A remote gaming device having a receiver programmed to accept radio signals broadcast at a frequency selected by a network node, the frequency residing within at least one of an FM sub-carrier band, an AM sub-carrier band, a Television sub-carrier band, a satellite band, and a cellular band, the gaming device further including location determination means for establishing whether the device is physically within a gaming authorized region, wherein the gaming device is activated for game play by reception and processing of a broadcasted radio signal only when its physical location is within the gaming authorized region.
15. (Currently Amended) A method for electronic gaming at locations remote from a gaming source, the method comprising:
  - establishing a radio broadcast station, the station broadcasting game play data in accordance with instructions received from a gaming source;
  - providing a remote player device, the player device receiving game play data from the broadcast station, the player device executing game play software under microprocessor operational control;
  - providing a location determination system, the location determination system establishing a physical location of the player device; and wherein the device is activated

to receive game play data by reception and processing of an activation signal from the radio broadcast station if an established physical location corresponds to an authorized gaming area.

16. (Original) The method according to claim 15, further comprising:
  - incorporating an integrated circuit GPS receiver in the player device; and
  - providing a persistent memory store, the memory store containing data elements defining bounded authorized areas within which the player device is placed in condition to receive game play data.
17. (Original) The method according to claim 16, further comprising:
  - incorporating a radio frequency triangulation telemetry tracking system in the player device; and
  - providing a persistent memory store, the memory store containing data elements defining bounded authorized areas within which the player device is placed in condition to receive game play data.
18. (Original) The method according to claim 17, wherein radio frequency triangulation telemetry tracking data is received by RF sub-carrier signals issued from the broadcast station, the player device forming thereby an RFTTT derived location.
19. (Original) The method according to claim 18, wherein the bounded authorized areas define geographical locations where gaming is permitted, the memory store data elements

corresponding to said permitted geographical locations.

20. (Original) The method according to claim 19, wherein a player device RFTTT location is compared to the permitted geographical locations contained in the memory store, the player device put in an active condition for game play in the event of the RFTTT location and a permitted location forming an included set.
21. (Original) The method according to claim 16, wherein GPS differential correction signal data is received over RF sub-carrier signals issued from the broadcast station.
22. (Original) The method according to claim 21, wherein the bounded authorized areas define geographical locations where gaming is permitted, the memory store data elements corresponding to said permitted geographical locations.
23. (Original) The method according to claim 22, wherein a player device GPS location is compared to the permitted geographical locations contained in the memory store, the player device put in an active condition for game play in the event of the GPS location and a permitted location forming an included set.
24. (Previously Presented) The method according to claim 23, wherein the RF sub-carrier signals are broadcast on a band selected from the group consisting of an FM sub-carrier band, an AM sub-carrier band, a Television sub-carrier band, a satellite band, and a cellular band.

25. (Original) The method according to claim 16, further comprising: registering the player device with a network node authority, a user inputting at least a unique device serial number and a personal identification code; activating the device for use by receiving a signal over an RF sub-carrier channel; and establishing a credit balance, the credit balance contained within the device's persistent memory store.
26. (Original) The method according to claim 25, further comprising:
- determining a physical location of a player device; comparing the determined location to at least one of a multiplicity of authorized gaming locations; and
  - placing the device in condition to operate when the determined location corresponds to an authorized gaming location.
27. (Original) The method according to claim 26, further comprising:
- broadcasting game play data to a plurality of player devices in simultaneous fashion; receiving game play data by the plurality of player devices; and
  - processing the game play data in each device of the plurality by mathematical combination of the game play data with each device's unique serial number so as to generate uniquely random game play data for each device of the plurality.
28. (Original) The method according to claim 27, further comprising:
- recording a wager result for each device of the plurality, for each set of game play data; and

calculating an increment or decrement to the credit balance stored on each device of the plurality.

29. (Original) The method according to claim 28, further comprising:
  - verifying an authorization to use a device; and
  - settling a final credit balance stored on a device.
30. (Original) The method according to claim 29, wherein the settling step includes crediting a user account when a final credit balance is positive and, wherein the settling step includes debiting a user account when a final credit balance is negative.